

FOR USE WITH

2303-D

ADVANCED DUNGEONS & DRAGONS

by Gary Gygax

THE DRUIDIC SPELL LISTS

Includes cross-referenced spell descriptions!



SPECIAL REFERENCE WORK

A COMPILED VOLUME OF INFORMATION FOR PLAYERS OF
ADVANCED DUNGEONS & DRAGONS, INCLUDING:

ALL SPELLS AND DESCRIPTIONS FROM THE
PLAYERS HANDBOOK, UNEARTHED ARCANA, DUNGEON MASTERS GUIDE,
GREYHAWK ADVENTURES AND VARIOUS **DRAGON MAGAZINE** ARTICLES.



SPELL TABLES

Note: *Italicized spells* in this list originally differentiated between Players Handbook & Unearthed Arcana listings. As all spells are presented alphabetically here, italicization remains as historical artifice.

Number	1st Level (p 56)	2nd Level (p 58)	3rd Level (p 61)	4th Level (p 63)
1	Animal Friendship	Barkskin	Call Lightning	Animal Summoning I
2	Ceremony	Charm Person Or Mammal	Cloudburst	Call Woodland Beings Control Temperature
3	<i>Detect Balance</i>	Create Water	Cure Disease	Cure Serious Wounds
4	Detect Magic	Cure Light Wounds	Hold Animal	Dispel Magic
5	<i>Detect Poison</i>	Feign Death	<i>Know Alignment</i>	Hallucinatory Forest
6	Detect Snares & Pits	Fire Trap	Neutralize Poison	Hold Plant
7	Entangle	Flame Blade	Plant Growth	Plant Door
8	Faerie Fire	Goodberry	Protection From Fire	Produce Fire
9	Invisibility To Animals	Heat Metal	Pyrotechnics	Protection From Lightning
10	Locate Animals	Locate Plants	Snares	Repel Insects
11	Pass Without Trace	Obscurement	<i>Spike Growth</i>	Speak With Plants
12	<i>Precipitation</i>	Produce Flame	Starshine	
13	Predict Weather	Reflecting Pool	Stone Shape	
14	Purify Water	Slow Poison	Summon Insects	
15	Shillelagh	Trip	Tree	
16	Speak With Animals	Warp Wood	Water Breathing	

Number	5th Level (p 65)	6th Level (p 66)	7th Level (p 68)
1	Animal Growth	Animal Summoning III	Animate Rock
2	Animal Summoning II	Anti-Animal Shell	Changestaff
3	Anti-Plant Shell 10' Radius	Conjure Fire Elemental	Chariot of Sustarre
4	Commune With Nature	Cure Critical Wounds	Confusion
5	Control Winds	Feeblemind	Conjure Earth Elemental
6	Insect Plague	Fire Seeds	Control Weather
7	Moonbeam	Liveoak	Creeping Doom
8	Pass Plant	Transmute Water To Dust	Finger Of Death
9	Spike Stones	Transport Via Plants	Fire Storm
10	Sticks To Snakes	Turn Wood	Reincarnate
11	Transmute Rock To Mud	Wall Of Thorns	<i>Sunray</i>
12	Wall Of Fire	Weather Summoning	Transmute Metal To Wood

WISDOM TABLE II.: ADJUSTMENTS FOR CLERICS AND DRUIDS

Ability Score	Spell Bonus	Chance of Spell Failure
9	none	20%
10	none	15%
11	none	10%
12	none	05%
13	One 1st level	0%
14	One 1st level	0%
15	One 2nd level	0%
16	One 2nd level	0%
17	One 3rd level*	0%
18	One 4th level**	0%

*Minimum wisdom for use of 6th level spells

**Minimum wisdom for use of 7th level spells

Score	Spell Bonus	Spell Immunities
19	One 4th & one 1st	Cause fear, charm person, command, friends, hypnotism
20	One 4th & one 2nd	Forget, hold person, ray of enfeeblement, scare
21	One 5th & one 3rd	Beguiling, domination, fear
22	One 5th & one 4th	Charm monster, confusion, emotion, fumble, suggestion, telepathic projection
23	Two 5th levels	Chaos, feeblemind, hold monster, magic jar, mass domination, quest
24	Two 6th levels	Geas, mass suggestion, rulership
25	One 6th & one 7th	Antipathy/sympathy, finger of death, mass charm, Otto's irresistible dance

Beings of very high wisdom are immune to the effects of certain charm-type spells, psionic abilities and spell-like effects. These immunities are cumulative with higher wisdom. Beings with high wisdom are simply able to automatically throw off the effects of these spells.

SPELLS USABLE BY CLASS AND LEVEL — DRUIDS (CLERICS)

Druidic Level	1	2	3	4	5	6	7
1	2	-	-	-	-	-	-
2	2	1	-	-	-	-	-
3	3	2	1	-	-	-	-
4	4	2	2	-	-	-	-
5	4	3	2	-	-	-	-
6	4	3	2	1	-	-	-
7	4	4	3	1	-	-	-
8	4	4	3	2	-	-	-
9	5	4	3	2	1	-	-
10	5	4	3	3	2	-	-
11	5	5	3	3	2	1	-
12	5	5	4	4	3	2	1
13	6	5	5	5	4	3	2
14	6	6	6	6	5	4	3
15	6	6	6	6	6	6	6

SPELLS USABLE BY CLASS AND LEVEL — RANGERS (FIGHTERS)

Ranger Level	1	2	3	4	5	6	7
8	1	-	-	-	-	-	-
9	1	-	-	-	-	-	-
10	2	-	-	-	-	-	-
11	2	-	-	-	-	-	-
12	2	1	-	-	-	-	-
13	2	1	-	-	-	-	-
14	2	2	-	-	-	-	-
15	2	2	-	-	-	-	-
16	2	2	1	-	-	-	-
17*	2	2	2	-	-	-	-

DRUID SPELLS

Notes Regarding Druid (Cleric) Spells:

The religious symbol of druids is mistletoe. Of lesser importance is holly. Some magical power resides in oak leaves. All of the druidic spells with a material component assume the use of mistletoe, as gathered by the druid character in the manner described hereafter. Lesser mistletoe, as well as holly and oak leaves, will reduce spell effectiveness as follows:

ITEM	SPELL RANGE	SPELL DURATION	AREA OF EFFECT
Lesser mistletoe	100%	75%*	100%
Borrowed mistletoe	75%*	50%**	100%
Holly	75%*	50%**	75%*
Oak leaves	50%**	50%**	50%**

* or +1 on saving throw, if any, if category is not applicable

** or +2 on saving throw, if any, if category is not applicable

Greater mistletoe, that is, mistletoe which is properly harvested by the druid, must be gathered by the druid as follows. On Midsummer's Eve, the druid must locate his mistletoe, cut it with a gold or silver sickle and catch it in a bowl before it touches the ground.

Lesser mistletoe is that which is not harvested on the eve of midsummer, or that which the druid takes in a way which is not prescribed (such as picking by hand).

Borrowed mistletoe is any mistletoe which is not personally harvested by the druid.

Holly and oak leaves must be gathered by the druid, but these may be picked or gathered in any manner.

First Level Spells:

Animal Friendship (Enchantment/Charm)

Level: 1
Range: 1"
Duration: Permanent
Area of Effect: One animal

Components: V, S, M
Casting Time: 6 turns
Saving Throw: Neg.

Explanation/Description: By means of this spell the druid is able to show any animal which is of at least *animal* intelligence (but not above *semi-intelligent* rating) that the druid is disposed to be its friend. If the animal does not make its saving throw versus magic immediately when the spell is begun, it will stand quietly while the druid finishes the spell. Thereafter, it will follow the druid about, and he or she can teach it 3 specific "tricks" or tasks for each point of intelligence it possesses. (Typical tasks are those taught a dog or similar pet, i.e. they cannot be complex.)

Training for each such "trick" must be done over a period of 1 week, and all must be done within 3 months of acquiring the creature. During the training period the animal will not harm the druid, but if the creature is left alone for more than 3 days it will revert to its natural state and act accordingly. The druid may use this spell to attract up to 2 hit dice of animal(s) per level of experience he or she possesses. This also means that the druid can never have more hit dice of animals so attracted and trained than are equal to or less than twice his or her levels of experience. Only *neutral* animals can be attracted, befriended, and trained. The material components of this spell are mistletoe and a piece of food attractive to the animal subject.

Ceremony (Invocation)

Level: 1
Range: Touch
Duration: Permanent
Area of Effect: One creature, item, or area

Components: V, S, M
Casting Time: 1 hour
Saving Throw: Special

Explanation/Description: The druidic *ceremony* spell is similar to the clerical spell of the same name. It has a number of applications within the hierarchy of druids. The effect of a *ceremony* spell does not leave behind an aura of magic, although a *know alignment* spell or similar magic might reveal the force of true neutrality involved in the magic. Druidic *ceremonies* include the following, which can be cast by a druid of the indicated or lower level:

1st-level druid: *coming of age*, *rest eternal*, *marriage*
3rd-level druid: *dedication*, *investiture*
7th-level druid: *initiation*, *special vows*
9th-level druid: *hallowed ground*
12th-level druid: *cast out*

The characteristics of the various types of druidic *ceremony* spells are as follows:

Coming of age is performed upon young people in druidic societies, usually when they reach the age of 14, and is symbolic of the young man's or young woman's entrance into adulthood. Effects of the spell are the same as for the clerical version (+1 bonus to a single saving throw); see the cleric text for other details.

Rest eternal is cast upon the body of a deceased being, by means of which the soul/spirit of the creature is hastened in its journey to its final resting place. The spells *raise dead* and *resurrection* will not restore life to a character who has been the object of this spell, although a *wish* spell would serve that purpose.

Marriage is essentially identical to the clerical *ceremony* of the same name.

Dedication allows the recipient of the spell to be taken into the ranks of the druid's followers/worshippers, provided that the character is true neutral in alignment. A recipient of this spell is charged, as are druids, with the responsibility to preserve and protect nature and the balance of forces in the world. In other respects it is similar to the clerical *ceremony* of the same name.

Investiture is a rite that must be performed upon a character before he or she can become an Aspirant (1st-level druid). It conveys no other benefit.

Initiation imbues the druid with the shape-changing and immunity to woodland *charm* powers that become available to the character upon attaining 7th level. This *ceremony* must be performed upon a druid immediately after he or she begins to advance upward through the 7th level of experience; if cast earlier than this, it will not work, and the druid will not have the benefit of the above-mentioned special powers until receiving *initiation*. Usually a druid must seek out another druid of 7th or higher level to perform the rite, but in unusual cases a druid may cast it upon himself or herself.

Special vows is a *ceremony* that operates in the same fashion as the clerical rite of the same name. It does not work upon paladins, but will function upon cavaliers of any alignment.

Hallowed ground is cast by the druid on his or her permanent grove. This *ceremony* ensorcells the trees of the grove so that they will never be affected by disease or other natural disasters. The ground remains *hallowed* for as long as the druid maintains this grove as his or her permanent base.

Cast out is a form of excommunication or punishment that can be performed by a druid upon someone who has committed sacrilege upon the natural environment or in some other way violated the principles and standards of druidism. Its effects may be lessened at a later date by the casting of a reversed version of this *ceremony*, either by the same druid or another one of at least as high a level as the original caster, but the *casting out* can never be completely neutralized except by a Hierophant Druid of any level. A character who has been *cast out* exudes a powerful negative aura, causing any natural creature encountered to react negatively to the character. This includes all normal (non-magical) animals, monsters native to the woodlands, domesticated beasts such as horses and dogs, and all druids and their followers.

Casting out is a very powerful form of punishment, and can only be performed by a druid who has received permission from his or her Archdruid to do so. Similarly, an Archdruid must get permission from the Great Druid, and the Great Druid from the Grand Druid. The Grand Druid does not need to obtain permission, but his or her actions may be reversed by a Hierophant Druid at any time.

This ceremony is usually only used on occasions where the severity of an offense warrants such extreme punishment; a druid who asks for and is denied permission to perform it, or one who later has his or her actions offset by another druid, may be subject to punishment by higher-ranking members of the hierarchy. An intended recipient of this *ceremony* who is unwilling receives a saving throw versus spell, at -4, to negate its effects.

The components of a *ceremony* spell always include mistletoe, and the rite (of any sort) must be performed in a druid grove or some other natural, healthy patch of forest. Such *ceremonies* are normally conducted at either dawn or dusk, the times when night and day are in balance.

Detect Balance (Divination)

Level: 1
Range: 6"
Duration: 1 round/level
Area of Effect: One object or creature per round

Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: This spell allows the druid to determine if non-neutral forces and alignments are at work in the area of effect (upon or in the object or creature being scanned). An alignment that is partly neutral (such as that of a neutral good cleric) will radiate a mild aura, while an alignment that has no neutral component (such as that of a chaotic good fighter) will give off a strong aura. The spell does not determine exact alignment, but only tells the druid if the object or creature being examined is something other than true neutral; a paladin and a chaotic evil thief, for instance, will radiate the same aura at the same strength.

The spell will not function upon non-living items that do not have a natural aura (such as a vial of poison), but will work upon an object such as an aligned magical sword. Creatures that are under the effect of an *unknowable alignment* spell or similar magic will not radiate any aura when this spell is used upon them. If the magic is used upon something or someone that exudes a true neutral alignment (such as another druid), it will produce a smooth, well-balanced aura identifiable as one of neutrality.

Detect Magic (Divination)

Level: 1
Range: 0
Duration: 12 rounds
Area of Effect: 1" path, 4" long

Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: When the *detect magic* spell is cast, the cleric detects magical radiations in a path 1" wide, and up to 3" long, in the direction he or she is facing. The caster can turn 60° per round. Note that stone walls of 1' or more thickness, solid metal of but 1/12" thickness, or 3' or more of solid wood will block the spell. The spell requires the use of the cleric's holy (or unholy) symbol.

Detect Poison (Divination)

Level: 1
Range: 0
Duration: 1 round/level
Area of Effect: Special

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: By means of this spell the druid is able to determine if some object, creature, or area contains poison or has been poisoned. In general, the area which can be perused by the dweomer of the spell is about 1 cubic yard of space. Therefore, the druid cannot determine if an entire pond is poisoned, but he or she could tell if a portion — or something within the portion — scanned during the round contained poison. There is also a 5% chance per level of experience of the caster that the type of poison used or contained in the area scanned will also be discovered by the spell, i.e., contact poison (insinuating), ingestive, or respirative (gas).

While more than one area can be scanned with a *detect poison* spell during the duration of the spell, it is almost fruitless to attempt to determine poison type for all of those areas; any single failure on the "5% chance per level" roll to detect poison type makes this spell useless for this purpose for the remainder of the duration of that particular casting. In addition to mistletoe, the druid needs a yew leaf as a material component for this spell. The latter item will turn brown if poison is present, so that several will possibly be needed to fully utilize the entire spell duration.

Detect Snares & Pits (Divination)

Level: 1
Range: 0
Duration: 4 rounds/level
Area of Effect: 1" path, 4" long

Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: Upon casting this spell, the druid is able to *detect snares & pits* along the 1" wide by 4" long area of effect path and thus avoid such deadfalls. Note that in the underground only simple pits, not all forms of traps, would be detected by means of this spell. Outdoors, the spell detects all forms of traps — deadfalls, missile trips, snares, etc. The spell lasts 4 melee rounds for each level of experience of the druid casting it, i.e. 4 rounds at the 1st level, 8 at the 2nd, 12 (1 turn plus 2 rounds) at the 3rd, etc.

Entangle (Alteration)

Level: 1
Range: 8"
Duration: 1 turn
Area of Effect: 4" diameter

Components: V, S, M
Casting Time: 3 segments
Saving Throw: ½

Explanation/Description: By means of this spell the druid is able to cause plants in the area of effect to *entangle* creatures within the area. The grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures, thus holding them fast for the duration of the spell. If any creature in the area of effect makes its saving throw, the effect of the spell is to slow its movement by 50% for the spell duration.

Faerie Fire (Alteration)

Level: 1
Range: 8"
Duration: 4 rounds/level
Area of Effect: 12 linear feet/level within a 4" radius

Components: V
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: When the druid casts this spell, he or she outlines an object or creature with a pale glowing light. The completeness of the lining is dependent upon the number of linear feet the druid is able to affect, about 12' per level (i.e. one 6' man or two 3' kobolds). If there is sufficient power, several objects or creatures can be covered by the *faerie fire*, but one must be fully outlined before the next is begun, and all must be within the area of effect. Outlined objects or creatures (including those otherwise invisible) are visible at 8" in the dark, 4" if the viewer is near a bright light source. Outlined creatures are easier to strike, thus opponents gain +2 on "to hit" dice. The *faerie fire* can be blue, green, or violet according to the word of the druid at the time he or she casts the spell. The *faerie fire* does not itself cause any harm to the object or creature lined.

DRUID SPELLS, 1ST LEVEL

Invisibility To Animals (Alteration)

Level: 1
Range: Touch
Duration: 1 turn + 1 round/level
Area of Effect: Creature touched

Components: S, M
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: When an *invisibility to animals* spell is cast by a druid, the recipient of the magic becomes totally undetectable with respect to normal animals with intelligence under 6. Normal animals includes giant-sized varieties, but it excludes any with magical abilities or powers. The magicked individual is able to walk amongst animals or pass through them as if he or she did not exist. For example, this individual could stand before the hungriest of lions or a tyrannosaurus rex and not be molested or even noticed. However, a nightmare, hell hound, or winter wolf would certainly be aware of the individual. The material component of this spell is holly rubbed over the individual.

Locate Animals (Divination)

Level: 1
Range: 0
Duration: 1 round/level
Area of Effect: 2" path 2" long/level

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: The druid with a *locate animals* spell is able to determine the direction and distance of any of the desired animals within the area of effect. The sought after animal can be of any sort, but the druid must concentrate on the sort desired. The cleric faces in a direction, thinks of the animal desired, and he or she then knows if any such animal is within spell range. During a round of spell effect duration, the druid must face in only one direction, i.e., only a 2" wide path can be known. The spell lasts 1 round per level of experience of the druid, while the length of the path is 2" per level of experience.

Pass Without Trace (Enchantment/Charm)

Level: 1
Range: Touch
Duration: 1 turn/level
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: When this spell is cast, the recipient can move through any type of terrain — mud, snow, dust, etc. — and leave neither footprint nor scent. Thus, tracking a person or other creature covered by this *dweomer* is impossible. The material components of this spell are a leaf of mistletoe (which must be burned thereafter and the ashes powdered and scattered) and a sprig of pine or evergreen. Note: The area which is passed over will radiate a *dweomer* for 6-36 turns after the affected creature passes.

Precipitation (Alteration)

Level: 1
Range: 1"/level
Duration: 1 segment/level
Area of Effect: 3" diam. cylinder up to 12" high

Components: V, S, M
Casting Time: 3 segments
Saving Throw: None (& special)

Explanation/Description: This spell is identical to the 1st-level clerical spell of the same name, except that the druid needs mistletoe as an additional material component.

Explanation/Description: When this spell is cast, all water vapor in the atmosphere within the area of effect is precipitated in the form of a light rain. (Note that low-level spell casters will certainly be within the area of effect of the spell.) The rain will continue for only as many segments of time as the spell caster has levels of experience. Since only some 1/100 of an inch of precipitation falls during the course of a segment, the spell will have only the following general effects:

Thin, light material will become damp in 1 segment and thoroughly wet thereafter.

Twigs and heavy material such as canvas will be damp in 2 segments and wet thereafter.

Flat, relatively non-porous surfaces, such as stone floors, rock, painted wood, etc., will be damp in 1 segment and filmed with water thereafter.

Semi-porous surfaces and materials will become damp on the surface in 2 segments, and thereafter the damp area will progress downward/inward, until after 5 segments the surface or material will be thoroughly wet.

Porous surfaces and materials will simply absorb the rain up to the limit of their capacity — which probably extends well beyond the duration of the spell.

Small flames, such as those of candles, will be extinguished by 1 segment of precipitation. Small fires will slow and become smoky for 1 round after precipitation has ceased. Large fires will not be materially affected by the spell.

Note that if the temperature is above 90° F., the duration of the spell will be extended to double normal except in arid regions. Also, where the temperature ranges between 33° and 31° F., the precipitation will fall in the form of sleet. At 30° F. and below, the precipitation will fall as rather thick snow, and most dampness/wetness effects will be negated or postponed until the snow melts. If magical heat of large area (i.e., a *wall of fire*, *fireball*, *flame strike*, etc.) is applied to *precipitation*, a cloud of warm fog of double the area of the *precipitation* effect will be formed. If magical cold is applied to the spell or the water which remains thereafter, normal ice will be formed. The material component of the spell is a pinch of silver dust.

Predict Weather (Divination)

Level: 1
Range: 0
Duration: 2 hours/level
Area of Effect: Nine square miles

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: When a *predict weather* spell is cast by a druid, he or she gains 100% accurate knowledge of the weather (sky, temperature, precipitation) in a nine square mile area centering on the druid. For each level of experience of the druid casting the spell, two hours advance weather can be forecast. Thus, at 1st level the druid knows what the weather will be for two hours; at second level he or she knows the weather for 4 hours in advance, etc.

Purify Water (Alteration) Reversible

Level: 1
Range: 4"
Duration: Permanent
Area of Effect: 1 cubic foot/level, 1" square area

Components: V, S
Casting Time: 1 round
Saving Throw: None

Explanation/Description: This spell makes dirty, contaminated water clean and pure, suitable for consumption. Up to one cubic foot per level of the druid casting the spell can be thus purified. The reverse of the spell, *contaminate water*, works in exactly the same manner, and even holy/unholy water can be spoiled by its effects.

Shillelagh (Alteration)

Level: 1
Range: Touch
Duration: 1 round/level
Area of Effect: One normal oaken club
Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: This spell enables the druid to change his own oaken cudgel into a magical weapon which is +1 to hit and inflicts 2-8 hit points of damage on opponents up to man-sized, 2-5 hit points of damage on larger opponents. The druid must wield the shillelagh, of course. The material components of this spell are an oaken club, any mistletoe, and a shamrock leaf.

Speak With Animals (Alteration)

Level: 1
Range: 0
Duration: 2 rounds/level
Area of Effect: One animal type in 4" radius of druid
Components: V, S
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the second level cleric spell of the same name.

Explanation/Description: By employing this spell, the cleric is empowered to comprehend and communicate with any warm or cold-blooded animal which is not mindless (such as an amoeba). The cleric is able to ask questions, receive answers, and generally be on amicable terms with the animal. This ability lasts for 2 melee rounds for each level of experience of the cleric employing the spell. Even if the bent of the animal is opposite to that of the cleric (evil/good, good/evil), it and any others of the same kind with it will not attack while the spell lasts. If the animal is neutral or of the same general bent as the cleric (evil/evil, good/good), there is a possibility that the animal, and its like associates, will do some favor or service for the cleric. This possibility will be determined by the referee by consulting a special reaction chart, using the charisma of the cleric and his actions as the major determinants. Note that this spell differs from *Speak With Monsters* (q.v.), for it allows conversation only with basically normal, non-fantastic creatures such as apes, bears, cats, dogs, elephants, and so on.

Second Level Spells:

Barkskin (Alteration)

Level: 2
Range: Touch
Duration: 4 rounds + 1 round/level
Area of Effect: Creature touched
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: When the druid casts the *barkskin* spell upon a creature, its armor class improves 1 place because the creature's skin becomes as tough as bark. In addition, saving throws versus all attack forms except magic increase by +1. This spell can be placed on the druid casting it or on any other creature he or she touches. In addition to mistletoe, the caster must have a handful of bark from an oak as the material component of the spell.

Charm Person Or Mammal (Enchantment/Charm)

Level: 2
Range: 8"
Duration: Special
Area of Effect: One person or mammal
Components: V, S
Casting Time: 4 segments
Saving Throw: Neg.

Explanation/Description: This spell will affect any single person or mammal it is cast upon. The creature then will regard the druid who cast the spell as a trusted friend and ally to be heeded and protected. The spell does not enable the druid to control the charmed creature as if it were an automaton, but any word or action of the druid will be viewed in its most favorable way. Thus, a charmed creature would not obey a suicide command, but might believe the druid if assured that the only chance to save the druid's life is if the creature holds back an onrushing red dragon for "just a round or two". Note also that the spell does not empower the

druid with linguistic capabilities beyond those he or she normally possesses. The duration of the spell is a function of the charmed creature's intelligence, and it is tied to the saving throw. The spell may be broken if a saving throw is made, and this saving throw is checked on a periodic basis according to the creature's intelligence:

Intelligence Score	Period Between Checks
3 or less	3 months
4 to 6	2 months
7 to 9	1 month
10 to 12	3 weeks
13 to 14	2 weeks
15 to 16	1 week
17	3 days
18	2 days
19 or more	1 day

If the druid harms, or attempts to harm, the charmed creature by some overt action, or if a *dispel magic* (q.v.) is successfully cast upon the charmed creature, the charm will be broken automatically. The spell affects all mammalian animals and persons. The term *person* includes all bipedal human and humanoid creatures of approximately man-size, or less than man-size, including those affected by the *hold person* spell (q.v.). If the recipient of the *charm person/charm mammal* spell makes its saving throw versus the spell, its effect is negated.

Create Water (Alteration)

Level: 2
Range: 1"
Duration: Permanent
Area of Effect: 1 cubic foot/level
Components: V, S
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: The druid can create pure, drinkable water by means of a create water spell. He or she creates 1 cubic foot of water for each level of experience attained. The water can be created at a maximum distance of 1" from the druid.

Cure Light Wounds (Necromantic) Reversible

Level: 2
Range: Touch
Duration: Permanent
Area of Effect: Character touched
Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: With the exception of the fact that the druid must have mistletoe (of any sort) to effect this spell, it is the same as the first level cleric *cure light wounds* spell.

Explanation/Description: Upon laying his or her hand upon a creature, the cleric causes from 1 to 8 hit points of wound or other injury damage to the creature's body to be healed. This healing will not affect creatures without corporeal bodies, nor will it cure wounds of creatures not living or those which can be harmed only by iron, silver, and/or magical weapons. Its reverse, *cause light wounds*, operates in the same manner; and if a person is avoiding this touch, a melee combat "to hit" die is rolled to determine if the cleric's hand strikes the opponent and causes such a wound. Note that cured wounds are permanent only insofar as the creature does not sustain further damage, and that caused wounds will heal — or can be cured — just as any normal injury will. Caused light wounds are 1 to 8 hit points of damage.

DRUID SPELLS, 2ND LEVEL

Feign Death (Necromantic)

Level: 2
Range: 1"
Duration: 4 rounds + 2 rounds/level
Area of Effect: One creature
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the third level magic-user *feign death* spell (q.v.). The material component is a piece of dead oak leaf (in addition to mistletoe, of course).

Explanation/Description: By means of this spell, the caster or any other creature whose levels of experience/hit dice do not exceed the magic-user's own level can be put into a cataleptic state which is impossible to distinguish from actual death. Although the person/creature affected by the *feign death* spell can smell, hear, and know what is going on, no feeling or sight of any sort is possible; thus, any wounding or mistreatment of the body will not be felt and no reaction will occur and damage will be only one-half normal. In addition, paralysis, poison, or energy level drain will not affect the individual/creature under the influence of this spell, but poison injected or otherwise introduced into the body will become effective when the spell recipient is no longer under the influence of this spell, although a saving throw is permitted. Note that only a willing individual can be affected by *feign death*. The spell caster is able to end the spell effects at any time desired, but it requires 1 full round for bodily functions to begin again.

Fire Trap (Evocation)

Level: 2
Range: Touch
Duration: Permanent until discharged
Area of Effect: Object touched
Components: V, S, M
Casting Time: 1 turn
Saving Throw: ½

Explanation/Description: This spell is the same as the fourth level magic-user *fire trap* spell (q.v.) except as shown above and for the fact that the material components are holly berries and a stick of charcoal to trace the outline of the closure.



Flame Blade (Evocation)

Level: 2
Range: 0
Duration: 1 round/level
Area of Effect: 3' long, sword-like blade
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: When a druid casts this spell, he or she causes a blazing ray of red-hot fire to spring forth from his or her hand. This blade-like ray is actually wielded as if it were a scimitar, and if the druid scores a successful hit while employing the *flame blade*, the creature struck will take 5-8 points of damage — with a damage bonus of +2 if the creature is of the undead class or is especially vulnerable to fire, or a -2 penalty to damage if the creature is protected from fire. No damage can be inflicted upon a creature which is a fire-dweller or which uses fire as an attack form. The *flame blade* will ignite combustible materials such as parchment, straw, dry sticks, cloth, etc. However, it is not a magical weapon in the normal sense of the term except with respect to undead monsters, so creatures that can be struck only by magical weapons are not harmed by

this spell unless they are of the undead class. In addition to mistletoe, the druid must have a leaf of sumac in order to cast this spell.

Goodberry (Alteration - Evocation) Reversible

Level: 2
Range: Touch
Duration: 1 day + 1/level
Area of Effect: 2-8 fresh berries
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: When a druid casts a *goodberry* spell upon a handful of freshly picked berries, from 2 to 8 of them will become magical. The druid casting the spell (as well as any other druid of 3rd or higher level) will be able to immediately discern which berries were affected. A *detect magic* spell will discover this also. Berries with the *dweomer* will either enable a hungry creature of approximately man-size to eat one and be as well-nourished as if a full normal meal were eaten, or else the berry will cure 1 point of physical damage due to wounds or other similar causes, subject to a maximum of 8 points of such curing in any 24-hour period. The reverse of the spell, *badberry*, causes rotten berries to appear wholesome but each actually delivers 1 point of poison damage (no saving throw) if ingested. The material component of the spell is mistletoe passed over the freshly picked, edible berries to be enspelled (blueberries, blackberries, raspberries, currants, gooseberries, etc.).

Heat Metal (Alteration) Reversible

Level: 2
Range: 4"
Duration: 7 rounds
Area of Effect: Special
Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: By means of the *heat metal* spell, the druid is able to excite the molecules of ferrous metal (iron, iron alloys, steel) and thus cause the affected metal to become hot. On the first round of the spell, the effect is merely to cause the metal to be very warm and uncomfortable to touch, and this is also the effect on the last melee round of the spell's duration. The second and sixth (next to the last) round effect is to cause blisters and damage; the third, fourth, and fifth rounds the metal becomes searing hot, causing disability and damage to exposed flesh, as shown below:

Per Round of Exposure		
Metal Temperature	Damage	Disability
very warm	none	none
hot	1-4 hit points	none
searing	2-8 hit points	hands or feet 2-8 days
		head 1-4 turns unconsciousness
		body 1-4 days

Note also that materials such as wood, leather, or flammable cloth will smoulder and burn if exposed to searing hot metal, and such materials will then cause searing damage to exposed flesh on the next round. *Fire resistance* (potion or ring) or a *protection from fire* spell totally negates the effects of a *heat metal* spell, as will immersion in water or snow, or exposure to a *cold* or *ice storm* spell (qq.v.). For each level of experience of the druid casting the spell, he or she is able to affect the metal of one man-sized creature, i.e. arms and armor, or a single mass of metal equal to 500 gold pieces in weight, cumulative. The reverse, *chill metal*, counters a *heat metal* spell or else causes metal to act as follows:

Per Round of Exposure		
Metal Temperature	Damage	Disability
cold	none	none
icy	1-2 hit points	none
freezing	1-4 hit points	amputation of fingers, toes, nose, or ears

The *chill metal* spell is countered by a *resist cold* spell, or by any great heat, i.e. proximity to a blazing fire (not a mere torch), a magical *flaming sword*, a *wall of fire*, etc.

Locate Plants (Divination)

Level: 2
Range: 0
Duration: 1 turn/level
Area of Effect: 1" diameter/level circle
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: When this spell is used by a druid, he or she is able to locate any desired type of plant within the area of effect. Note: the plant type must be singular and concentrated upon. The spell's area of effect centers on, and moves with, the druid.

Obscurement (Alteration)

Level: 2
Range: 0
Duration: 4 rounds/level
Area of Effect: Special
Components: V, S
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: This spell causes a misty vapor to arise around the druid. It persists in this locale for 4 rounds per level of experience of the druid casting the spell, and it reduces visibility of any sort (including *infravision*) to 2' to 8' (2d4). The area of effect is a cubic progression based on the druid's level of experience, a 1" cube at 1st level, a 2" cube at 2nd level, a 3" cube at 3rd level, and so on. Underground, the height of the vapor is restricted to 1", although the length and breadth of the cloud is not so limited. A strong wind will cut the duration of an *obscurement* spell by 75%.

Produce Flame (Alteration)

Level: 2
Range: 0
Duration: 2 rounds/level
Area of Effect: Special
Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: A bright flame, equal in brightness to a torch, springs forth from the druid's palm when he or she casts a *produce flame* spell. This magical flame lasts for 2 melee rounds for each level of the druid casting the spell. The flame does not harm the druid's person, but it is hot, and it will cause combustion of inflammable materials (paper, cloth, dry wood, oil, etc.). The druid is capable of hurling the magical flame as a missile, with a range of 4". The flame will flash on impact, igniting combustibles within a 3' diameter of its center of impact, and then extinguish itself. The druid can cause it to go out any time he or she desires, but fire caused by the flame cannot be so extinguished.



Reflecting Pool (Evocation - Divination)

Level: 2
Range: 1"
Duration: 1 round/level
Area of Effect: Special
Components: V, S, M
Casting Time: 2 hours
Saving Throw: None

Explanation/Description: This spell enables the druid to cause a pool of normal water found in a natural setting to act as a scrying device. The pool can be of no greater diameter than 2 feet per level of the spell caster. The effect is to create a scrying device similar to a *crystal ball*, in much the same fashion as the magic-user spell *magic mirror* and the clerical spell *magic font*, both described elsewhere in this text. The scrying can extend only to those planes of existence which are coexistent with or border upon the Prime Material Plane, i.e. the Inner Planes (including the Para-elemental Planes, Plane of Shadow, et al.). Penalties for attempting to scry beyond the druid's own plane, as given in the description for *crystal ball* (see *Dungeon Masters Guide*) are applicable.

The following spells can be cast through a *reflecting pool*, with a 5% per level chance of operating correctly: *detect magic*, *detect snares and pits*, *detect poison*. *Infravision* and *ultravision* will operate normally through the *reflecting pool*, as will the spells *starshine* and *moonbeam* (see hereafter). The druid must use both mistletoe and the oil extracted from such nuts as the hickory and the walnut, refined, and dropped in three measures upon the surface of the pool. (A measure need be no more than a single ounce of oil.)

Slow Poison (Necromantic)

Level: 2
Range: Touch
Duration: 1 hour/level
Area of Effect: Creature touched
Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: This spell is identical to the 2nd-level clerical spell *slow poison*, except that if the druid is able to determine that the poison was one made from some living plant, he or she has a 5% chance per level of knowing an herbal antidote which will neutralize the poison. (If the actual type of poison is not given by the *Dungeon Master*, a successful casting of *detect poison* [type] indicates an organic poison which can be countered.) A dice roll equal to or less than the druid's chance to find an antidote indicates neutralization.

The druid uses mistletoe as a material component for this spell, and crushed garlic must be rubbed on the recipient's feet. Antidotes must be obtained from green vegetables outdoors, or from an herbalist or similar source of supply.

Explanation/Description: When this spell is placed upon a poisoned individual it greatly slows the effects of any venom, even causing a supposedly dead individual to have life restored if it is cast upon the victim within a number of turns less than or equal to the level of experience of the cleric after the poisoning was suffered, i.e. a victim poisoned up to 10 turns previously could be temporarily saved by a 10th or higher level cleric who cast *slow poison* upon the victim. While this spell does not neutralize the venom, it does prevent it from substantially harming the individual for the duration of its magic, but each turn the poisoned creature will lose 1 hit point from the effect of the venom (although the victim will never go below 1 hit point while the *slow poison* spell's duration lasts). Thus, in the example above, the victim poisoned 10 turns previously has only 10 hit points, so when the 10th level cleric casts the spell, the victim remains with 1 hit point until the spell duration expires, and hopefully during that period a full cure can be accomplished. The material components of this spell are the cleric's holy/unholy symbol and a bud of garlic which must be crushed and smeared on the victim's bare feet.

Trip (Enchantment/Charm)

Level: 2
Range: Touch
Duration: 1 turn/level
Area of Effect: One 10' long object

Components: V, S, M
Casting Time: 4 segments
Saving Throw: Neg.

Explanation/Description: The spell caster must use a length of vine, a stick, pole, rope, or similar object to cast this magic upon. The trip spell causes the object to rise slightly off the ground or floor it is resting on and trip creatures crossing it if they fail to make their saving throw versus magic. Note that only as many creatures can be tripped as are actually stepping across the magicked object, i.e. a 3' long piece of rope could trip only 1 man-sized creature. Creatures moving at a very rapid pace (running) when tripped will take 1-6 (d6) hit points of damage and be stunned for 2-5 (d4+1) rounds if the surface they fall upon is very hard, but if it is turf or non-hard they will merely be stunned for 2-5 segments. Very large creatures such as elephants will not be at all affected by a trip. The object magicked will continue to trip all creatures passing over it, including the spell caster, for as long as the spell duration lasts. Creatures aware of the object and its potential add +4 to their saving throw when crossing it. The object is 80% undetectable without magical means of detection.

Warp Wood (Alteration)

Level: 2
Range: 1"/level
Duration: Permanent
Area of Effect: Special

Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: When this spell is cast the druid causes a volume of wood to bend and warp, permanently destroying its straightness, form, and strength. The range of a warp wood spell is 1" for each level of experience of the druid casting it. It affects approximately a fifteen inch shaft of wood of up to one inch diameter per level of the druid. Thus, at 1st level, a druid might be able to warp a hand axe handle, or four crossbow bolts, at 5th level he or she could warp the shaft of a typical magic spear. Note that boards or planks can also be affected, causing a door to be sprung or a boat or ship to leak.



Third Level Spells:

Call Lightning (Alteration)

Level: 3
Range: 0
Duration: 1 turn/level
Area of Effect: 72" diameter

Components: V, S, M
Casting Time: 1 turn
Saving Throw: ½

Explanation/Description: When a call lightning spell is cast, there must be a storm of some sort in the area — a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado. The druid is then able to call down bolts of lightning from sky to ground. Each bolt will cause damage equal to 2 eight-sided dice (2d8) plus 1 like die (d8) for each level of experience of the druid casting the spell. Thus, a 4th level druid calls down a six-die (6d8) bolt. The bolt of lightning flashes down in a perpendicular stroke at whatever distance the spell caster decides, up to the 36" radial distance maximum. Any creature within a 1" radius of the path or the point where the lightning strikes will take full damage, unless a saving throw is made, in which case only one-half damage is taken. Full/half damage refers to the number of hit dice of the lightning bolt, i.e. if it is of eight dice strength, the victim will take either eight dice (8d8) or four dice (4d8), if the saving throw is made, of damage. The druid is able to call one bolt of lightning every 10 melee rounds (1 turn), to a maximum number of turns equal to the level of experience he or she has attained, i.e. 1 bolt/turn for each level of experience. Note: This spell is normally usable outdoors only.

Cloudburst (Alteration)

Level: 3
Range: 1"/level
Duration: 1 round
Area of Effect: 3" diam. cylinder up to 6" high

Components: V, S, M
Casting Time: 5 segments
Saving Throw: None (& special)

Explanation/Description: This spell is essentially the same as the 3rd-level clerical spell of the same name, with only the following special notations and additions: Lightning cannot be called by the use of a cloudburst spell, and a call lightning spell cannot be used in the same area at the same time. Also, the druid must use mistletoe as an additional material component.

Explanation/Description: By means of this spell the caster causes the atmosphere to instantly precipitate all of its water vapor in the form of huge drops of rain, the resulting condensation not only causing a true downburst of rain but also sucking more vapor into the area to likewise be precipitated. The cloudburst will effectively drench everything in its area of effect within 1 segment, for its rain will fall at the rate of 1/10 inch per segment, or 1 inch of rainfall in 1 round. All normal fires within the area of effect will be extinguished by a cloudburst — small ones instantly, medium-sized ones in 3-5 segments, and large-sized ones in 8-10 segments. Magical fires will also be extinguished by a cloudburst, with the following general rules applying:

Permanent magical fires will re-light in 1-2 rounds. Small, rekindlable magical fires such as that of a flame tongue sword will be affected only during the actual cloudburst.

Spells such as produce fire and burning hands will be negated. Large-area spells such as fireball, flame strike, wall of fire, etc., will, in the course of being extinguished, vaporize the rain into a cloud of steam covering an area four times as large as the spell's area of effect (i.e., a cylinder of up to 12" in diameter and as much as 24" high). This steam will inflict 1-3 points of damage per round on normal creatures within its area, and will do twice that damage to cold-dwelling or cold-using creatures. The cloud of steam will persist for 2-5 rounds, half that if a breeze is blowing, or only 1 round if a strong wind is blowing.

In arid regions, the cloudburst will act only as a double-strength precipitation spell. In hot and humid areas, the duration of the spell will be extended to 2 rounds. In areas with a temperature between 33° and 31° F. inclusive, sleet rather than rain will fall, with ice and slush being formed when it accumulates. In temperatures of 30° F. and lower, the cloudburst becomes a snowburst, with one inch of snow per segment falling. The material components for the spell are powdered silver and powdered iodine crystals, plus the cleric's holy symbol.

Cure Disease (Necromantic) Reversible

Level: 3
Range: Touch
Duration: Permanent
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: This spell is the same as the 3rd level cleric cure disease spell (q.v.), with the exception that the druid must have mistletoe to effect it. It is reversible to cause disease also.

Explanation/Description: The cleric cures most diseases — including those of a parasitic, bacterial, or viral nature — by placing his or her hand upon the diseased creature. The affliction rapidly disappears thereafter, making the cured creature whole and well in from 1 turn to 1 week, depending on the kind of disease and the state of its advancement when the cure took place. The reverse of the cure disease spell is cause disease. To be effective, the cleric must touch the intended victim, and the victim must fail the saving throw. The disease caused will begin to affect the victim in 1-6 turns, causing the afflicted creature to lose 1 hit point per turn, and 1 point of strength per hour, until the creature is at 10% of original hit points and strength, at which time the afflicted is weak and virtually helpless.

Hold Animal (Enchantment/Charm)

Level: 3
Range: 8"
Duration: 2 rounds/level
Area of Effect: One to four animals

Components: V, S, M
Casting Time: 5 segments
Saving Throw: Neg.

Explanation/Description: By means of this spell the druid holds one to four animals rigid. Animals affected are normal or giant-sized mammals, birds, or reptiles, but not monsters such as centaurs, gorgons, harpies, naga, etc. That is, apes, bears, crocodiles, dogs, eagles, foxes, giant beavers, and similar animals are subject to this spell. The hold lasts for 2 melee rounds per level of experience of the druid casting it. It is up to the druid as to how many animals he or she wishes to hold with the spell, but the greater the number, the better chance each will have of not being affected by the spell. Note that a maximum body weight of 400 pounds (100 pounds with respect to non-mammals)/animal/level of experience of the druid can be affected, i.e. an 8th level druid can affect up to four 3,200 pound mammals or a like number of 800 pound non-mammals such as birds or reptiles. Each animal gets a saving throw: if only 1 is the subject of the spell, it has a penalty of -4 on its die roll to save; if 2 are subject, they each receive a penalty of -2 on their die rolls; if 3 are subject, they each receive a penalty of -1 on their die rolls; if 4 are subject, each makes a normal saving throw.

Know Alignment (Divination)

Level: 3
Range: 1"
Duration: 5 rounds
Area of Effect: One creature per round

Components: V, S
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: This spell is essentially the same as the 2nd-level clerical spell of the same name, except as noted above, and with the following additional difference. Because of the shorter duration, only five creatures (maximum) can be examined by this spell, and it cannot be reversed.

Explanation/Description: A know alignment spell enables the cleric to exactly read the aura of a person — human, semi-human, or non-human. This will reveal the exact alignment of the person. Up to 10 persons can be examined with this spell. The reverse totally obscures alignment, even from this spell, of a single person for 1 turn, two persons for 5 rounds, etc. Certain magical devices will negate the ability to know alignment.

Neutralize Poison (Alteration) Reversible

Level: 3
Range: Touch
Duration: Permanent
Area of Effect: Creature touched

Components: V, S
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: This spell is the same as the 4th level cleric neutralize poison spell (q.v.).

Explanation/Description: By means of a neutralize poison spell, the cleric detoxifies any sort of venom in the creature or substance touched. Note that an opponent, such as a poisonous reptile or snake (or even an envenomed weapon of an opponent) unwilling to be so touched requires the cleric to score a hit in melee combat. Effects of the spell are permanent only with respect to poison existing in the touched creature at the time of the touch, i.e. creatures (or objects) which generate new poison will not be permanently detoxified. The reversed spell, poison, likewise requires an attack (a "to hit" touch which succeeds), and the victim is allowed a saving throw versus poison. If the latter is unsuccessful, the victim is killed by the poison.

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Plant Growth (Alteration)

Level: 3
Range: 16"
Duration: Permanent
Area of Effect: 2" X 2" square area/level

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: When a plant growth spell is cast by the druid, he or she causes normal vegetation to grow, entwine, and entangle to form a thicket or jungle which creatures must hack or force a way through at a movement rate of 1" per, or 2" per with respect to larger than man-sized creatures. Note that the area must have brush and trees in it in order to allow this spell to go into effect. Briars, bushes, creepers, lianas, roots, saplings, thistles, thorn, trees, vines, and weeds become so thick and overgrown in the area of effect as to form a barrier. The area of effect is 2" X 2" square per level of experience of the druid, in any square or rectangular shape that the druid decides upon at the time of the spell casting. Thus an 8th level druid can affect a maximum area of 16" X 16" square, a 32" X 8" rectangle, a 64" X 4" rectangle, 128" X 2" rectangle, etc. The spell's effects persist in the area until it is cleared by labor, fire, or such magical means as a dispel magic spell (q.v.).

Protection From Fire (Abjuration)

Level: 3
Range: Touch
Duration: Special
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: The effect of a protection from fire spell differs according to the recipient of the magic — the druid or some other creature. If the spell is cast upon the druid, it confers complete invulnerability to normal fires (torches, bonfires, oil fires, and the like) and to exposure to magical fires such as demon fire, burning hands, fiery dragon breath, fire ball, fire seeds, fire storm, flame strike, hell hound breath, meteor swarm, pyrohydra breath, etc. until an accumulation of 12 hit points of potential damage per level of experience of the druid has been absorbed by the protection from fire spell, at which time the spell is negated. Otherwise the spell lasts for 1 turn per level of experience of the druid. If the spell is cast upon another creature, it gives invulnerability to normal fire, gives a bonus of +4 on saving throw die rolls made versus fire attacks, and reduces damage sustained from magical fires by 50%.

Pyrotechnics (Alteration)

Level: 3
Range: 16"
Duration: Special
Area of Effect: 10 or 100 times the fire source

Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: A pyrotechnics spell can have either of two effects. It produces a flashing and fiery burst of glowing, colored aerial fireworks which lasts 1 segment per experience level of the druid casting the spell and temporarily blinds those creatures in the area of effect or under it or within 12" of the area (and in any event in unobstructed line of sight); or it causes a thick writhing stream of smoke to arise from the fire source of the spell and form a choking cloud which lasts for 1 round per experience level of the druid casting it, covering a roughly globular area from the ground or floor up (or conforming to the shape of a confined area), which totally obscures vision beyond 2'. The spell requires a fire of some sort in range. The area of pyrotechnics effect is 10 times the volume of the fire source with respect to fireworks, 100 times with respect to smoke. In either case, the fire source is immediately extinguished by the employment of the spell.

Snare (Enchantment/Charm)

Level: 3
Range: Touch
Duration: Permanent until triggered
Area of Effect: 2' diameter circle plus 1/6' per level of the spell caster
Components: V, S, M
Casting Time: 3 rounds
Saving Throw: None

Explanation/Description: This spell enables the druid to make a snare which is 90% undetectable without magical aid. The snare can be made from any supple vine, a thong, or a rope. When the snare spell is cast upon it, the cordlike object blends with the background of its location. One end of the snare is tied in a loop which will contract about 1 or more of the limbs of any creature stepping inside the circle (note that the head of a worm or snake could also be thus ensnared). If a strong and supple tree is nearby, the snare will be fastened to it, and the dweller of the spell will cause it to bend and then straighten when the loop is triggered, thus causing 1-6 hit points of damage to the creature trapped, and lifting it off the ground by the trapped member(s) (or strangling it if the head/neck triggered the snare). If no such sapling or tree is available, the cord-like object will tighten upon the member(s) and then enwrap the entire creature, doing no damage, but tightly binding it. The snare is magical, so for 1 hour it is breakable only by storm giant or greater strength (23); each hour thereafter, the snare material loses magic so as to become 1 point more breakable per hour — 22 after 2 hours, 21 after 3, 20 after 4 — until 6 full hours have elapsed. At that time, 18 strength will break the bonds. After 12 hours have elapsed, the materials of the snare lose all of the magical properties, and the loop opens, freeing anything it had held. The druid must have a snake skin and a piece of sinew from a strong animal to weave into the cord-like object from which he or she will make the snare. Only mistletoe is otherwise needed.

Spike Growth (Alteration/Enchantment)

Level: 3
Range: 6"
Duration: 3-12 turns + 1/level
Area of Effect: 10' square per level of caster
Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: This spell is essentially the same as the 4th-level clerical spell of the same name, except as noted above, and with the following additional differences: The affected area will radiate an aura of magic, and a *detect snares and pits* spell will reveal the location of the *spike growth*. The druid must use mistletoe as a material component (in place of the cleric's holy symbol) in addition to the seven small twigs or thorns.

Explanation/Description: Wherever any sort of plant growth of moderate size or density is found, this spell is of service. It enables the caster to cause ground-covering vegetation and/or roots and rootlets to become very hard and sharply pointed. In effect the ground cover, while appearing to be unchanged, acts as if the area were strewn with caltrops. In areas of bare ground or earthen pits, roots and rootlets will act in the same way. Without the use of a spell such as *true seeing*, similar magical aids, or some other special means of detection (such as *detect traps*), an area affected by *spike growth* is absolutely undetectable as such until a victim enters the area and takes damage.

Starshine (Evocation - Illusion)

Level: 3
Range: 1"/level
Duration: 1 turn/level
Area of Effect: 10' square per level of caster
Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: A *starshine* spell enables the druid to softly illuminate an area as if it were exposed to a clear night sky filled with stars. Regardless of the height of the open area in which the spell is cast, the area immediately beneath it will be lit by *starshine*. Vision will be clear at up to 30', indistinct out to 60', and beyond that only gleams and glimmers will be discernible. The *starshine* allows shadows. It enhances ultravision to its full potential but does not affect infravision. The spell makes the area of effect actually appear to be a night sky, but disbelief of the illusion merely allows the disbeliever to note that the "stars" are actually evoked lights. The material components are several stalks from an amaryllis (especially Hypoxis) and several holly berries.

Stone Shape (Alteration)

Level: 3
Range: Touch
Duration: Permanent
Area of Effect: Three cubic feet, plus one cubic foot per level
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: This spell is exactly the same as the fifth level magic-user spell, *stone shape* (q.v.), except as noted above and for the requirement of mistletoe as an additional component to enable a druid to cast the spell.

Explanation/Description: By means of this spell the magic-user can form an existing piece of stone into a shape which will suit his or her purposes. For example, a stone weapon can be made, a special trapdoor fashioned, or an idol sculpted. By the same token, it would allow the spell caster to reshape a stone door, perhaps, so as to escape imprisonment, providing the volume of stone involved was within the limits of the area of effect. While stone coffers can be thus formed, secret doors made, etc., the fineness of detail is not great. The material component of this spell is soft clay which must be worked into roughly the desired shape of the stone object and then touched to the stone when the spell is uttered.

Summon Insects (Conjuration/Summoning)

Level: 3
Range: 3"
Duration: 1 round/level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: When a *summon insects* spell is cast by a druid, he or she attracts flying insects 70% of the time. The exact insects called will be bees, biting flies, hornets, or wasps if flying insects are indicated, or biting ants or pinching beetles if non-flying insects are determined. A cloud of the flying type, or a swarm of the crawling sort, will appear after the spell is cast. They will attack any creature the druid points to. The attacked creature will sustain 2 hit points of damage per melee round, and it can do nothing but attempt to fend off these insects during the time it is so attacked. The summoned insects can be caused to attack another opponent, but there will be at least a 1 round delay while they leave the former recipient and attack the new victim, and crawling insects can travel only about 12' per round (maximum speed over smooth ground). It is possible in underground situations that the druid could summon 1-4-giant ants by means of the spell, but the possibility is only 30% unless giant ants are nearby. The materials needed for this spell are mistletoe, a flower petal, and a bit of mud or wet clay.

Tree (Alteration)

Level: 3
Range: 0
Duration: 6 turns + 1 turn/level
Area of Effect: Personal
Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: By means of this spell the druid is able to assume the form of a small living tree or shrub or that of a large dead tree trunk with but a few limbs. Although the closest inspection will not reveal that this plant is actually a druid, and for all normal tests he or she is, in fact, a tree or shrub, the druid is able to observe all that goes on around his or her person just as if he or she were in human form. The spell caster may remove the dweomer at any time he or she desires, instantly changing from plant to human form, and having full capability of undertaking any action normally possible to the druid. Note that all clothing and gear worn/carried change with the druid. The material components of this spell are mistletoe and a twig from a tree.

Water Breathing (Alteration) Reversible

Level: 3
Range: Touch
Duration: 6 turns/level
Area of Effect: Creature touched
Components: V, S
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: The recipient of a water breathing spell is able to freely breathe underwater for the duration of the spell, i.e. 6 turns for each level of experience of the druid casting the spell. The reverse, air breathing, allows water breathing creatures to comfortably survive in the atmosphere for an equal duration.

Fourth Level Spells:

Animal Summoning I (Conjuration/Summoning)

Level: 4
Range: 4"/level
Duration: Special
Area of Effect: Special
Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: By means of this spell, the druid calls up to eight animals of whatever sort the druid names when the summoning is made, if such type are within spell range. These animals can have no more than four hit dice each. The animals summoned will aid the druid by whatever means they possess, staying until a fight is over, a specific mission is finished, the druid is safe, he or she sends them away, etc. The druid may try three times to summon three different sorts of animals, i.e. suppose that wild dogs are first summoned to no avail, then hawks are unsuccessfully called, and finally the druid calls for wild horses which may or may not be within summoning range. Your referee will determine probabilities if the presence of a summoned animal type is not known. Other than various sorts of giant animals, fantastic animals or monsters cannot be summoned by this spell, i.e. no chimerae, dragons, gorgons, manticores, etc.

Call Woodland Beings (Conjuration/Summoning)

Level: 4
Range: 12" + 1"/level
Duration: Special
Area of Effect: Special
Components: V, S, M
Casting Time: Special
Saving Throw: Neg.

Explanation/Description: By means of this spell the druid is able to summon certain woodland creatures to his or her location. Naturally, this spell will only work outdoors, but not necessarily only in wooded areas. The druid begins the incantation, and the spell must be continued uninterrupted until some called creature appears or 2 turns have elapsed. (The verbalization and somatic gesturing are easy, so this is not particularly exhausting to the spell caster.) Only 1 type of the following sorts of beings can be summoned by the spell, and they will come only if they are within the range of the call:

2-8 brownies	1-4 satyrs
1-4 centaurs	1-6 sprites
1-4 dryads	1 treant
1-8 pixies	1 unicorn

(Your referee will consult his outdoor map or base the probability of any such creature being within spell range upon the nature of the area the druid is in at the time of spell casting.)

The creature(s) called by the spell are entitled to a saving throw versus magic (at -4) to avoid the summons. Any woodland being answering the call will be favorably disposed to the spell caster and give whatever aid it is capable of. However, if the caller or members of the caller's party are of evil alignment, the creatures are entitled to another saving throw versus magic (this time at +4) when they come within 1" of the druid or other evil character with him or her, and these beings will seek immediately to escape if the saving throw is successful. In any event, if the druid requests that the summoned creatures engage in combat on behalf of the druid, they are required to make a loyalty reaction score based on the druid's charisma and whatever dealings he or she has had with the called creature(s). The material components of this spell are a pinecone and 8 holly berries.

Control Temperature, 10' Radius (Alteration)

Level: 4
Range: 0
Duration: 4 turns + 1 turn/level
Area of Effect: 20' diameter sphere
Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: When this spell is cast by the druid, the temperature surrounding the druid can be altered by 9 degrees Fahrenheit per level of experience of the spell caster, either upwards or downwards. Thus, a 10th level druid could raise the surrounding temperature from 1 to 90 degrees, or lower it by from 1 to 90 degrees. The spell lasts for a number of turns equal to 4 plus the level of experience of the druid, i.e. when cast by a 10th level druid the spell persists for 14 turns.

Cure Serious Wounds (Necromantic) Reversible

Level: 4
Range: Touch
Duration: Permanent
Area of Effect: creature touched
Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: This spell is the same as the 4th level cleric cure serious wounds spell (q.v.), with the exception of the fact that the spell requires the use of any sort of mistletoe.

Explanation/Description: This spell is a more potent version of the cure light wounds spell (q.v.). Upon laying his or her hand upon a creature, the cleric causes from 3 to 17 (2d8+1) hit points of wound or other injury damage to the creature's body to be healed. This healing will affect only those creatures listed in the cure light wounds spell explanation. Cause serious wounds, the reverse of the spell, operates similarly to the cause light wounds spell, the victim having to be touched first, and if the touch is successful, it will inflict 3 to 17 hit points.

Dispel Magic (Abjuration)

Level: 4
Range: 8"
Duration: Permanent
Area of Effect: 4" cube
Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the 3rd level cleric dispel magic spell (q.v.).

Explanation/Description: When a cleric casts this spell, it neutralizes or negates the magic it comes in contact with as follows: A dispel magic will not affect a specially enchanted item such as a scroll, magic ring, wand, rod, staff, miscellaneous magic item, magic weapon, magic shield, or magic armor. It will destroy magic potions (they are treated as 12th level for purposes of this spell), remove spells cast upon persons or objects, or counter the casting of spells in the area of effect. The base chance for success of a dispel magic spell is 50%. For every level of experience of the character casting the dispel magic above that of the creature whose magic is to be dispelled (or above the efficiency level of the object from which the magic is issuing), the base chance increases by 5%, so that if there are 10 levels of difference, there is a 100% chance. For every level below the experience/efficiency level of the creature/object, the base chance is reduced by 2%. Note that this spell can be very effective when used upon charmed and similarly beguiled creatures. It is automatic in negating the spell caster's own magic.

DRUID SPELLS, 4TH LEVEL

Hold Plant (Enchantment/Charm)

Level: 4
Range: 8"
Duration: 1 round/level
Area of Effect: Special

Components: V, S, M
Casting Time: 6 segments
Saving Throw: Neg.

Explanation/Description: The *hold plant* spell affects vegetable matter as follows: 1) it causes ambulatory vegetation to cease moving; 2) it prevents vegetable matter from entwining, grasping, closing, or growing; 3) it prevents vegetable matter from making any sound or movement which is not caused by wind. The spell effects apply to all forms of vegetation, including parasitic and fungoid types, and those magically animated or otherwise magically empowered. It affects such monsters as green slime, molds of any sort, shambling mounds, shriekers, treants, etc. The duration of a *hold plant* spell is 1 melee round per level of experience of the druid casting the spell. It affects from 1 to 4 plants — or from 4 to 16 square yards of small ground growth such as grass or mold. If but one plant (or 4 square yards) is chosen as the target for the spell by the druid, the saving throw of the plant (or area of plant growth) is made at a -4 on the die; if two plants (or 8 square yards) are the target, saving throws are at -2; if three plants (or 12 square yards) are the target, saving throws are at -1; and if the maximum of 4 plants (or 16 square yards of area) are the target, saving throws are normal.

Plant Door (Alteration)

Level: 4
Range: Touch
Duration: 1 turn/level
Area of Effect: Special

Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: The *plant door* spell opens a magical portal or passageway through trees, undergrowth, thickets, or any similar growth — even growth of a magical nature. The *plant door* is open only to the druid who cast the spell, druids of a higher level, or dryads. The door even enables the druid to enter into a solid tree trunk and remain hidden there until the spell ends. If the tree is cut down or burned, the druid must leave before the tree falls or is consumed, or else he or she is killed also. The duration of the spell is 1 turn per level of experience of the druid casting it. If the druid opts to stay within an oak, the spell lasts 9 times longer, if an ash tree it lasts 3 times as long. The path created by the spell is up to 4' wide, 8' high and 12'/level of experience of the druid long.

Produce Fire (Alteration) Reversible

Level: 4
Range: 4"
Duration: 1 round
Area of Effect: 12' square

Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: By means of this spell the druid causes a common-type fire of up to 12' per side in area boundary. While it lasts but a single round, the fire produced by the spell will cause 1-4 hit points of damage on creatures within its area; and it will ignite combustible materials such as cloth, oil, paper, parchment, wood and the like so as to cause continued burning. The reverse, *quench fire* will extinguish any normal fire (coals, oil, tallow, wax, wood, etc.) within the area of effect.

Protection From Lightning (Abjuration)

Level: 4
Range: Touch
Duration: Special
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: This spell is exactly the same as the 3rd level *protection from fire* spell (q.v.) except that it applies to electrical/lightning attacks. see p62

Repel Insects (Abjuration-Alteration)

Level: 4
Range: 0
Duration: 1 turn/level
Area of Effect: 10' radius of the spell caster

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: When this spell is cast the druid creates an invisible barrier to all sorts of insects, and normal sorts will not approach within 10' of the druid while the spell is in effect, although any giant insects with 2 or more hit dice will do so if they make a saving throw versus magic, and even those which do so will sustain 1-6 hit points of damage from the passing of the magical barrier. Note that the spell does not in any way affect arachnids, myriapods, and similar creatures — it affects only true insects. The material components of the *repel insects* spell are mistletoe and one of the following: several crushed marigold flowers, a whole crushed leek, 7 crushed stinging nettle leaves or a small lump of resin from a camphor tree.

Speak With Plants (Alteration)

Level: 4
Range: 0
Duration: 2 rounds/level
Area of Effect: 8" diameter circle

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: Except as noted above, and that the material component is that typically druidic (mistletoe, et al.), the spell is the same as the 4th level cleric spell *Speak With Plants*.

Explanation/Description: When cast, a *Speak With Plants* spell enables the cleric to converse, in very rudimentary terms, with all sorts of living vegetables. Thus, the cleric can question plants as to whether or not creatures have passed through them, cause thickets to part to enable easy passage, require vines to entangle pursuers, and similar things. The spell does not enable the cleric to animate non-ambulatory vegetation. The power of the spell lasts for 1 melee round for each level of experience of the cleric who cast it. All vegetation within the area of effect are under command of the spell. The material components for this spell are a drop of water, a pinch of dung, and a flame.

Fifth Level Spells:

Animal Growth (Alteration) Reversible

Level: 5
Range: 8"
Duration: 2 rounds/level
Area of Effect: Up to 8 animals in a 2" square area

Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: When this spell is cast, the druid causes all animals, up to a maximum of 8, within a 2" square area to grow to twice their normal size. The effects of this growth are doubled hit dice (with resultant improvement in attack potential) and doubled damage in combat. The spell lasts for 2 melee rounds for each level of experience of the druid casting the spell. Note that the spell is particularly useful in conjunction with a *charm person or animal* or a *Speak With Animals* spell. The reverse reduces animal size by one half, and likewise reduces hit dice, attack damage, etc.

Animal Summoning II (Conjuration/Summoning)

Level: 5
Range: 6"/level
Duration: Special
Area of Effect: Special

Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: This spell is the same in duration and effect as the 4th level *animal summoning I* spell, except that up to six animals of no more than eight hit dice each can be called, or 12 animals of no more than four hit dice each can be called.

Anti-Plant Shell (Abjuration)

Level: 5
Range: 0
Duration: 1 turn/level
Area of Effect: 16' diameter hemisphere
Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: The *anti-plant shell* spell creates an invisible barrier which keeps out all creatures or missiles of living vegetable material. Thus, the druid (and any creatures within the shell) is protected from attacking plants or vegetable creatures such as shambling mounds or treants. The spell lasts for one turn per level of experience of the druid.

Commune With Nature (Divination)

Level: 5
Range: 0
Duration: Special
Area of Effect: Special
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: This spell enables the druid to become one with nature in the area, thus being empowered with knowledge of the surrounding territory. For each level of experience of the druid, he or she may "know" one fact, i.e. the ground ahead, left or right, the plants ahead, left or right, the minerals ahead, left or right, the water courses/bodies of water ahead, left or right, the people dwelling ahead, left or right, etc. The spell is effective only in outdoors settings, and operates in a radius of one half mile for each level of experience of the druid casting the *commune with nature* spell.

Control Winds (Alteration)

Level: 5
Range: 0
Duration: 1 turn/level
Area of Effect: 4"/level radius hemisphere
Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: By means of a *control wind* spell the druid is able to alter wind force in the area of effect. For every level of his or her experience, the druid is able to increase or decrease wind force by 3 miles per hour. Winds in excess of 30 miles per hour drive small flying creatures (those eagle-sized and under) from the skies and severely inhibit missile discharge. Winds in excess of 45 miles per hour drive even man-sized flying creatures from the skies. Winds in excess of 60 miles per hour drive all flying creatures from the skies and uproot trees of small size, knock down wooden structures, tear off roofs, etc. Winds in excess of 75 miles per hour are of hurricane force and cause devastation to all save the strongest stone constructions. A wind above 30 miles per hour makes sailing difficult, above 45 miles per hour causes minor ship damage, above 60 miles per hour endangers ships, and above 75 miles per hour sinks ships. There is an "eye" of 4" radius around the druid where the wind is calm. A higher level druid can use a *control winds* spell to counter the effects of a like spell cast by a lower level druid (cf. *control weather*). The spell remains in force for 1 turn for each level of experience of the druid casting it. Once the spell is cast, the wind force increases by 3 miles per hour per round until maximum speed is attained. When the spell is exhausted, the force of the wind diminishes at the same rate. Note that while the spell can be used in underground places, the "eye" will shrink in direct proportion to any confinement of the wind effect, i.e. if the area of effect is a 48" radius, and the confined space allows only a 46" radius, the "eye" will be a 2" radius; and any space under 44" radius will completely eliminate the "eye" and subject the spell caster to the effects of the wind.

Insect Plague (Conjuration/Summoning)

Level: 5
Range: 32"
Duration: 1 turn/level
Area of Effect: 32" diameter, 4" high cloud
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: Except as noted above, and other than the fact that the material component needed for the spell is mistletoe or the holly or oak leaves substitute, the spell is the same as the 5th level cleric *insect plague* spell (q.v.).

Explanation/Description: When this spell is cast by the cleric, a horde of creeping, hopping, and flying insects swarm in a thick cloud. These insects obscure vision, limiting it to 3". Creatures within the *insect plague* sustain 1 hit point of damage for each melee round they remain in it due to the bites and stings of the insects, regardless of armor class. The referee will cause all creatures with fewer than five hit dice to check morale. Creatures with two or fewer hit dice will automatically move at their fastest possible speed in a straight line in a random direction until they are not less than 24" distant from the cloud of insects. Creatures with fewer than five hit dice which fail their morale check will behave likewise. Heavy smoke will drive off insects within its bounds. Fire will also drive insects away; a wall of fire in a ring shape will keep the *insect plague* outside its confines, but a fire ball will simply clear insects from its blast area for 1 turn. Lightning and cold/ice act likewise. The plague lasts for 1 turn for each level of experience of the cleric casting the spell, and thereafter the insects disperse. The insects swarm in an area which centers around a summoning point determined by the spell caster, which point can be up to 36" distant from the cleric. The *insect plague* does not move thereafter for as long as it lasts. Note that the spell can be countered by casting a *dispel magic* upon the summoning point. A cube of force (a special magic item) would keep insects away from a character seeking the center of the swarm, but invisibility would afford no protection. The material components of this spell are a few grains of sugar, some kernels of grain, and a smear of fat.

Moonbeam (Evocation - Alteration)

Level: 5
Range: 1"/level
Duration: 1 round/level
Area of Effect: 1" diameter sphere (plus special)
Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: By means of this spell the druid is able to cause a beam of soft, pale light to strike downward from overhead and illuminate whatever area he or she is pointing at. The light is exactly the same as moonlight, so that colors other than shades of black, gray, or white will not be determinable. The spell caster can easily cause the *moonbeam* to move to any area that he or she can see and point to. This makes the spell an effective way to spotlight something, for example an opponent. While the *moonbeam* allows shadows, a creature centered in a *moonbeam* spell is most certainly under observation. The reflected light from this spell allows dim visual perception 1" beyond the area of effect. The light does not adversely affect infravision, and enhances ultravision to its greatest potential. The material components are several seeds of any moonseed plant and a piece of opalescent feldspar (moonstone).

Pass Plant (Alteration)

Level: 5
Range: Touch
Duration: Special
Area of Effect: Special
Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: By using this spell, a druid is able to enter a tree and move from inside it to another of the same type which lies in approximately the direction desired by the spell user and is within the range shown below:

Type of Tree	Range of Area of Effect
Oak	60"
Ash	54"
Yew	48"
Elm	42"
Linden	36"
deciduous	30"
coniferous	24"
other	18"

The tree entered and that receiving the druid must be of the same type, living, and of girth at least equal to the druid. Note that if the druid enters a tree, suppose an ash, and wishes to pass north as far as possible (54"), but the only appropriate ash in range is south, the druid will pass to the ash in the south. The *pass plant* spell functions so that the movement takes only one segment (6 seconds) of a round. The druid may, at his or her option, remain within the receiving tree for a maximum of 1 round per level of experience. Otherwise, he or she may step forth immediately. Should no like tree be in range, the druid simply remains within the tree, does not pass elsewhere, and must step forth in the applicable number of rounds. (See *plant door* for effects of chopping or burning such a tree.)

DRUID SPELLS, 5TH LEVEL

Spike Stones (Alteration/Enhancement)

Level: 5
Range: 3"
Duration: 3-12 turns + 1/level
Area of Effect: 1" square per level, 1 spike per 1' sq.
Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: This spell is the same as the 5th-level clerical spell of the same name.

Explanation/Description: The *spike stones* spell causes rock to shape itself into long, sharp points which tend to blend into the background. It is effective on both natural rock and worked stone. The *spike stones* serve to impede progress through an area or actually inflict damage. If an area is carefully observed, each observer is 25% likely to notice the sharp points of rock. Otherwise, those entering the area of effect of the spell will suffer 1-4 points of damage from each *spike stone* that hits, success of such attacks determined as if the caster of the spell were actually engaging in combat. Those entering the area are subject to attack immediately upon setting foot in the area and upon each step taken therein afterward. The initial step will be sufficient to allow the individual to become aware of some problem only if the initial attack succeeds; otherwise movement will continue and the *spike stones* will remain unnoticed until damage occurs. Charging or running victims will suffer 2 attacks per 1" of movement rate over the area of effect after initial damage is taken before being able to halt. Others will suffer but 1 additional attack-like check. Those falling into pits so affected by *spike stones* will suffer 6 such attack-like checks, each made at +2 probability "to hit" for each 10' of distance fallen, and +2 on damage inflicted per 10' distance fallen, spike damage being in addition to falling damage. The material component of this spell is four tiny stalactites.

Sticks to Snakes (Alteration) Reversible

Level: 5
Range: 4"
Duration: 2 rounds/level
Area of Effect: 1" cube
Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: Except as noted above, and for the fact that the material component of the spell is typical for druids, this is the same as the 4th level cleric *sticks to snakes* spell (q.v.).

Explanation/Description: By means of this spell the cleric is able to change 1 stick to a snake for each level of experience he or she has attained, i.e. a 9th level cleric can change 9 sticks into 9 snakes. These snakes will attack as commanded by the cleric. There must, of course, be sticks or similar pieces of wood (such as torches, spears, etc.) to turn into snakes. Note that magical items such as staves and spears which are enchanted are not affected by the spell. Only sticks within the area of effect will be changed. The probability of a snake thus changed being venomous is 5% per level of experience of the spell caster, so that there is a 55% probability of any given snake created by the spell being poisonous when sticks are turned to snakes by an 11th level cleric, 60% at 12th level, etc. The effect lasts for 2 melee rounds for each level of experience of the spell caster. The material components of the spell are a small piece of bark and several snake scales. The reverse changes snakes to sticks for the duration appropriate, or it negates the *sticks to snakes* spell according to the level of the cleric countering the spell, i.e. a 10th level cleric casting the reverse spell can turn only 10 snakes back to sticks.

Transmute Rock to Mud (Alteration) Reversible

Level: 5
Range: 16"
Duration: Special
Area of Effect: 2" cube/level
Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: This spell turns natural rock of any sort into an equal volume of mud. The depth of the mud can never exceed one-half its length and/or breadth. If it is cast upon a rock, for example, the rock affected will collapse into mud. Creatures unable to levitate, fly, or otherwise free themselves from the mud will sink and suffocate, save for lightweight creatures which could normally pass across such ground. The mud will remain until a *dispel magic* spell or a reverse of this spell, mud to

rock, restores its substance — but not necessarily its form. Evaporation will turn the mud to normal dirt, from 1 to 6 days per cubic 1" being required. The exact time depends on exposure to sun, wind and normal drainage. The mud to rock reverse will harden normal mud into soft stone (sandstone or similar mineral) permanently unless magically changed.

Wall of Fire (Evocation)

Level: 5
Range: 8"
Duration: Special
Area of Effect: Special
Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: The *wall of fire* spell brings forth a blazing curtain of magical fire of shimmering color — yellow-green or amber in case of druidical magic. The *wall of fire* inflicts 4 to 16 hit points of damage, plus 1 hit point of damage per level of the spell caster, upon any creature passing through it. Creatures within 1" of the wall take 2-8 hit points of damage, those within 2" take 1-4 hit points of damage. Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. Only the side of the wall away from the spell caster will inflict damage. The opaque *wall of fire* lasts for as long as the druid concentrates on maintaining it, or 1 round per level of experience of the druid in the event he or she does not wish to concentrate upon it. The spell creates a sheet of flame up to 2" square per level of the spell caster, or as a ring with a radius of up to 1/2" per level of experience from the druid to its flames, and a height of 2". The former is stationary, while the latter moves as the druid moves.

Sixth Level Spells:

Animal Summoning III (Conjuration/Summoning)

Level: 6
Range: 8"/level
Duration: Special
Area of Effect: Special
Components: V, S, M
Casting Time: 8 segments
Saving Throw: None

Explanation/Description: This spell is the same in duration and effect as the 4th level *animal summoning I* spell except that up to 4 animals of no more than 16 hit dice each can be summoned, or eight of no more than 8 hit dice, or 16 creatures of no more than 4 hit dice each can be summoned.

Anti-Animal Shell (Abjuration)

Level: 6
Range: 0
Duration: 1 turn/level
Area of Effect: 20' diameter hemisphere
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: By casting this spell the druid brings into being a hemispherical force field which prevents the entrance of any sort of animal matter of normal (not magical) nature. Thus, a giant would be kept out, but undead could pass through the shell of force, as could such monsters as aerial servants, demons, devils, etc. The *anti-animal shell* lasts for 1 turn for each level of experience the druid has attained.

Conjure Fire Elemental (Conjuration/Summoning) Reversible

Level: 6
Range: 8"
Duration: 1 turn/level
Area of Effect: Special
Components: V, S, M
Casting Time: 6 rounds
Saving Throw: None

Explanation/Description: Upon casting a *conjure fire elemental* spell, the druid opens a special gate to the Elemental Plane of Fire, and a strong fire elemental (see **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL**) is summoned to the vicinity of the spell caster. It is 85% likely that a 16 die elemental will appear, 9% likely that 2 to 4 salamanders (q.v.) will come, a 4% chance exists that an *efreeti* (q.v.) will come, and a 2% chance exists that a huge fire elemental of 21 to 24 hit dice (d4 + 20) will appear. Because of the relationship of druids to natural and elemental forces, the conjuring druid need not fear that the elemental force summoned will turn on him or her, so concentration upon the activities of the fire elemental (or other creatures summoned) or the protection of a magic circle is not necessary. The elemental summoned will help the druid however possible, including attacking opponents of the druid. The fire elemental or other

creature summoned remains for a maximum of 1 turn per level of the druid casting the spell — or until it is sent back by attack, a *dispel magic* spell or the reverse of the spell (*dismiss fire elemental*). Only a druid can dismiss summoned salamanders, efreeti, or ultra-powerful elementals.

Cure Critical Wounds (Necromantic) Reversible

Level: 6
Range: Touch
Duration: Permanent
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 8 segments
Saving Throw: None

Explanation/Description: This spell is the same as the 5th level cleric *cure critical wounds* spell (q.v.), with the exception of the fact that the spell requires the use of any sort of mistletoe.

Explanation/Description: The *cure critical wounds* spell is a very potent version of the *cure light wounds* spell (q.v.). The cleric lays his or her hand upon a creature and heals from 6 to 27 (3d8+3) hit points of damage from wounds or other damage. The spell does not affect creatures excluded in the *cure light wounds* spell explanation. Its reverse, *cause critical wounds*, operates in the same fashion as other *cause wounds* spells, requiring a successful touch to inflict the 6-27 hit points of damage. Caused wounds heal as do wounds of other sorts.

Feeblemind (Enchantment/Charm)

Level: 6
Range: 16"
Duration: Permanent
Area of Effect: One creature

Components: V, S
Casting Time: 8 segments
Saving Throw: Neg.

Explanation/Description: A spell which is solely for employment against those persons or creatures who use magic spells, *feeblemind* causes the victim's brain to become that of a moronic child. The victim remains in this state until a *heal*, *restoration* or *wish* spell is used to do away with the effects. The spell is of such a nature that the probability of it affecting the target creature is generally enhanced, i.e. saving throws are lowered.

Type of Spells Used by Target Creature	Saving Throw Adjustment
Cleric	+1
Druid	-1
Magic-user (human)	-4
Illusionist	-5
Combination or non-human	-2

Note that the spell has no material component.

Fire Seeds (Conjuration)

Level: 6
Range: 4"
Duration: Special
Area of Effect: Special

Components: V, S, M
Casting Time: 1 round/seed
Saving Throw: ½

Explanation/Description: The spell of *fire seeds* creates special missiles or timed incendiaries which burn with great heat. The druid may hurl these seeds up to 4" or place them to ignite upon a command word. Acorns become *fire seed* missiles, while holly berries are used as the timed incendiaries. The spell creates up to four acorn *fire seeds* or eight holly berry *fire seeds*. The acorns burst upon striking their target, causing 2 to 16 hit points (2d8) of damage and igniting any combustible materials within a 1" diameter of the point of impact. Although the holly berries are too light to make effective missiles, they can be placed, or tossed up to 6' away, to burst into flame upon a word of command. The berries ignite causing 1 to 8 hit points (d8) of damage to any creature in a ½" diameter burst area, and their fire ignites combustibles in the burst area. The command range for holly berry *fire seeds* is 4". All *fire seeds* lose their power after the expiration of 1 turn per level of experience of the druid casting the spell, i.e. a 13th level druid has *fire seeds* which will remain potent for a maximum of 13 turns after their creation. Targets of acorn *fire seeds* must be struck by the missile. If a saving throw is made, creatures within the burst area take only one-half damage, but creatures struck directly always take full damage. Note that no mistletoe or other material components beyond acorns or holly berries are needed for this spell.

Liveoak (Enchantment)

Level: 6
Range: Touch
Duration: 1 day/level
Area of Effect: One oak tree

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: This spell enables the druid to select a healthy oak tree and cast a *dweomer* upon it so as to cause it to serve as a protector. The spell can be cast on but a single tree at a time, and while a *liveoak* cast by a particular druid is in effect, he or she cannot cast another such spell. The tree upon which the *dweomer* is cast must be within 10 feet of the druid's dwelling place, within a place sacred to the druid, or within 10" of something which the druid wishes to guard or protect. The *liveoak* spell can be cast upon a healthy tree of small, medium, or large size according to desire and availability. A "triggering" phrase of up to a maximum of one word per level of the spell caster is then placed upon the *dweomered* oak; for instance, "Attack any persons who come near without first saying 'sacred mistletoe'" is an 11-word trigger phrase that could be used by a druid of 11th or higher level casting the spell. The *liveoak* triggers the tree into becoming a treant of appropriate size and attack capability, matching the specifications of the Monster Manual description, but with only a 3" movement rate. An oak enchanted by this spell will radiate a magic aura, and can be returned to normal by a successful casting of *dispel magic* or upon the desire of the druid who enchanted it. The druid needs mistletoe to cast this spell.

Transmute Water To Dust (Alteration) Reversible

Level: 6
Range: 6"
Duration: Permanent
Area of Effect: 1 cubic "/level

Components: V, S, M
Casting Time: 8 segments
Saving Throw: None (& special)

Explanation/Description: When this spell is cast, the subject area instantly undergoes a change from liquid to powdery dust. Note that if the water is already muddy, the area of effect will be expanded to double normal, while if wet mud is concerned the area of effect will be quadrupled. If water remains in contact with the transmuted dust, the former will quickly permeate the latter, turning the dust into silty mud if a sufficient quantity of water exists to do so, otherwise soaking or dampening the dust accordingly.

Only liquid actually existing in the area of effect at the moment of spell casting is affected. Liquids which are only partially water will be affected insofar as the actual water is concerned, except that potions which contain water as a component part will be rendered useless. Living creatures are unaffected, except for those native to the Elemental Plane of Water. Such creatures receive a saving throw versus spell to escape the effect, and only one such creature can be affected by any single casting of this spell, regardless of the creature's size or the size of the spell's area of effect. The reverse of the spell is simply a very high-powered *create water* spell which requires a pinch of normal dust as an additional material component. For either usage of the spell, other components required are diamond dust of at least 500 gp value, a bit of seashell, and the druid's mistletoe.

Transport Via Plants (Alteration)

Level: 6
Range: Touch
Duration: Special
Area of Effect: Special

Components: V, S
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: By means of this spell, the druid is able to enter any large plant and pass any distance to a plant of the same species in a single round regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to the druid, but it also must be alive. If the druid is uncertain of the destination plant, he or she need merely determine direction and distance, and the *transport via plant* spell will move him or her as near as possible to the desired location. There is a basic 20% chance, reduced 1% per level of experience of the druid, that the transport will deliver the druid to an allied species of plant from 1 to 100 miles removed from the desired destination plant. If a particular destination plant is desired, but the plant is not living, the spell fails and the druid must come forth from the entrance plant within 24 hours. Harm to a plant housing a druid can affect the druid (cf. *plant door*).

DRUID SPELLS, 6TH LEVEL

Turn Wood (Alteration)

Level: 6
Range: 0
Duration: 4 rounds/level
Area of Effect: 12" wide path, 2" long/level

Components: V, S, M
Casting Time: 8 segments
Saving Throw: None

Explanation/Description: When this spell is cast, waves of force roll forth from the druid, moving in the direction he or she faces, and causing all wooden objects in the path of the spell to be pushed away from the druid to the limit of the area of effect. Wooden objects above three inches diameter which are fixed firmly will not be affected, but loose objects (movable mantlets, siege towers, etc.) will move back. Objects under 3 inches diameter which are fixed will splinter and break and the pieces will move with the wave of force. Thus, objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts will be pushed back, dragging those carrying them with them; and if a spear is planted in order to prevent this forced movement, it will splinter. The turn wood spell lasts for 4 rounds per level of experience of the druid casting it, and the waves of force will continue to sweep down the set path for this period. The wooden objects in the area of effect are pushed back at a rate of 4" per melee round. The length of the path is 2" per level of the druid, i.e. a 14th level druid casts a turn wood spell with an area of effect 12" wide by 28" long, and the spell would last for 56 rounds (5.6 turns). As usual, the above assumes the druid is using greater mistletoe when casting the spell. Note that after casting the spell the path is set, and the druid may then do other things or go elsewhere without affecting the spell's power.

Wall of Thorns (Conjuration/Summoning)

Level: 6
Range: 8"
Duration: 1 turn/level
Area of Effect: 10' cube/level

Components: V, S, M
Casting Time: 8 segments
Saving Throw: None

Explanation/Description: The wall of thorns spell creates a barrier of very tough, pliable green tangled brush bearing needle-sharp thorns as long as a person's finger. Any creature breaking through (or merely impacting upon) the wall of thorns takes 8 hit points of damage plus an additional amount of hit points equal to the creature's armor class, i.e. 10 or fewer additional hit points of damage, with negative armor classes subtracting from the base 8 hit points of damage. Any creature within the area of effect of the spell when it is cast is considered to have impacted on the wall of thorns and in addition must break through to gain movement space. The damage is based on each 1" thickness of the barrier. If the wall of thorns is chopped at, it will take at least 4 turns to cut a path through a 1" thickness. Normal fire will not harm the barrier, but magical fires will burn away the barrier in 2 turns with the effect of creating a wall of fire while doing so. (See wall of fire spell.) The nearest edge of the wall of thorns appears up to 8" distant from the druid, as he or she desires. The spell lasts for 1 turn for each level of experience of the druid casting it, and covers an area of ten cubic inches per level of the caster in whatever form the caster desires. Thus a 14th level druid could create a wall of thorns 7" long by 2" high (or deep) by 1" deep (or high), a 1" high by 1" wide by 14" long wall to block a dungeon passage, or any other sort of shape that suited his or her needs.

Weather Summoning (Conjuration/Summoning)

Level: 6
Range: 0
Duration: Special
Area of Effect: Special

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: The druidic weather summoning spell is similar to the control weather spell (q.v.) of clerical nature. By casting the spell, the druid calls forth weather commensurate with the climate and season of the area he or she is in at the time. Thus, in spring a tornado, thunderstorm, cold, sleet storm, or hot weather could be summoned. In summer a torrential rain, heat wave, hail storm, etc. can be called for. In autumn, hot or cold weather, fog, sleet, etc. could be summoned. Winter allows great cold, blizzard, or thaw conditions to be summoned. Hurricane-force winds can be summoned near coastal regions in the late winter or early spring. The summoned weather is not under the control of the druid. It might last but a single turn in the case of a tornado, or for hours or even days in other cases. The area of effect likewise varies from about 1 square mile to 100 or more square miles. Note that several druids can act in concert to greatly affect weather, controlling winds and/or working jointly to summon very extreme weather conditions. Within 4 turns after the spell is cast, the trend

of the weather to come will be apparent, i.e., clearing skies, gusts of warm or hot air, a chill breeze, overcast skies, etc. Summoned weather will arrive 6 to 17 turns (d12 + 5) after the spell is cast. Anything less than greater mistletoe as the material component will sharply curtail the weather extremes desired.

Seventh Level Spells:

Animate Rock (Alteration)

Level: 7
Range: 4"
Duration: 1 round/level
Area of Effect: 2 cubic feet/level

Components: V, S, M
Casting Time: 9 segments
Saving Throw: None

Explanation/Description: By employing an animate rock spell, the druid causes a lithic object of a size up to that indicated to move. (See animate object, the Sixth Level cleric spell.) The animated stone object must be separate, i.e. not a piece of a huge boulder or the like. It will follow the desire of the druid casting the spell — attacking, breaking objects, blocking — while the magic lasts. It has no intelligence nor volition of its own, but it follows instructions exactly as spoken. Note that only one set of instructions for one single action (the whole being simply worded and very brief — 12 words or so), can be given to the rock animated. The rock remains animated for 1 melee round per level of experience of the spell caster, and the volume of rock which can be animated is also based on the experience level of the druid — 2 cubic feet of stone per level, i.e. 24 cubic feet at the 12th level.

Changestaff (Evocation - Enchantment)

Level: 7
Range: Touch
Duration: Special
Area of Effect: The druid's staff

Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: By means of this spell, the druid is able to change his or her staff from a pole of dead wood into a treant of largest size. In order to cast the dweomer, the druid must first have located a tree struck by lightning within the past 24 hours (1%-5% chance for any given tree, depending on the severity of the storm). He or she must then select a sound limb, remove it from the tree, and prepare a specially cured section. This section must be shaped and carved so as to be ready to accept the magic which the druid will then place upon it. The staff must be of ash, oak, or yew wood. Curing by sun drying and special smoke requires 28 days. Shaping, carving, smoothing, and polishing require another 28 days. The druid cannot adventure or engage in other strenuous activity during either of these periods. The finished staff, engraved with scenes of woodland life, is then rubbed with the juice of holly berries, and the end of it is thrust into the earth of the druid's grove while he or she then speaks with plants, calling upon the staff to assist in time of need. The item is then charged with a dweomer which will last for many changes from staff to treant and back again.

While the staff/treant will initially be of largest size and greatest number of hit points, each 8 points of damage it accumulates actually reduces it by 1 hit die. The staff begins at 12 hit dice and 96 hit points, goes to 11 and 88, 10 and 80, 9 and 72, etc. As it loses hit dice, it becomes smaller in size, thus losing attack power as well. If and when the staff/treant is brought below 7 hit dice, the thing crumbles to sawdust-like powder and is lost. The staff cannot ever be brought upwards in hit dice or hit points, except by a wish (which restores it completely). Of course, a new staff can always be sought out, seasoned, and so forth, to begin the process anew.

When the druid plants the end of the staff in the ground and speaks a special command prayer and invocation, the staff turns into a treant. It can and will defend the druid, or obey him or her in any way. However, it is by no means a true treant, and it cannot converse with actual treants. The transformation lasts for as many turns as the druid has levels of experience, until the druid commands the thing to return to its true form, or until the thing is destroyed, whichever first occurs. In order to cast a changestaff spell, the druid must have either mistletoe or leaves (ash, oak, or yew) of the same sort as the staff.

Chariot Of Sustarre (Evocation)

Level: 7
Range: 1"
Duration: 6 turns + 1 turn/level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: When this spell is cast by a druid, it brings forth a large flaming chariot pulled by two fiery horses which appear in a clap of thunder amidst cloud-like smoke. This vehicle moves at 24" on the ground, 48" flying, and it can carry the druid and up to 8 other man-sized creatures whom he or she first touches so as to enable these creatures to be able to ride aboard this burning transport. Creatures other than the druid and his or her designated passengers will sustain damage equal to that of a wall of fire spell if they are within 5' of the horses or chariot, voluntarily or involuntarily. The druid controls the chariot by verbal command, causing the flaming steeds to stop or go, walk, trot, run or fly, turning left or right as he or she desires. Note that the Chariot of Sustarre is a physical manifestation, and can sustain damage. The vehicle and steeds are struck only by magical weapons or by water (one quart of which will cause 1 hit point of damage), they are armor class 2, and each requires 30 hit points of damage to dispel. Naturally, fire has absolutely no effect upon either the vehicle or its steeds, but magical fires will affect the riders if they are exposed to them (other than those of the chariot itself). In addition to mistletoe, the druid casting this spell must have a small piece of wood, 2 holly berries, and a fire source at least equal to a torch.

Confusion (Enchantment/Charm)

Level: 7
Range: 8"
Duration: 1 round/level
Area of Effect: Up to 4" by 4"
Components: V, S, M
Casting Time: 9 segments
Saving Throw: Special

Explanation/Description: This spell causes confusion in one or more creatures within spell range. Confused creatures will react as follows:

Die Roll	Action
01-10	Wander away for 1 turn
11-60	Stand confused for 1 round
61-80	Attack nearest creature for 1 round
81-00	Attack druid or his party for 1 round

The spell lasts for 1 melee round for each level of experience of the spell caster. It will affect 2 to 8 creatures, plus a possible additional number of creatures determined by subtracting the level or number of hit dice of the strongest opponent creature within the spell range and area of effect from the level of the druid who cast the spell of confusion. If a positive number results, it is added to the random die roll result for number of creatures affected; a negative number is ignored. All creatures affected will be those closest to the druid within the area of effect. Each affected creature must make a saving throw each round, unless they are caused to "wander away for 1 turn" in which case they will go as far away from the druid as is possible in one turn of normal movement, as conditions permit. All saving throws are at -2. Confused creatures act according to the table of actions shown above, but saving throws and actions are checked at the beginning of each round.

Conjure Earth Elemental (Conjuration/Summoning) Reversible

Level: 7
Range: 4"
Duration: 1 turn/level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: When a druid casts a conjure earth elemental spell, he or she summons an earth elemental of 16 hit dice to do the druid's bidding. Furthermore, the druid need not command it, and then do as he or she desires, for the elemental does not regard the druid who conjured it with enmity. The elemental remains until destroyed, dispelled, or sent away by dismissal (cf. conjure fire elemental).

Control Weather (Alteration)

Level: 7
Range: 0
Duration: 8-96 hours
Area of Effect: 4-32 square miles
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: The druidic control weather spell is more powerful than the clerical spell of the same name (q.v.). The spell caster is able to change weather by two places from the prevailing conditions if greater mistletoe is used. It otherwise is the same as the 7th level cleric control weather spell.

Explanation/Description: The control weather spell allows a cleric to change the weather in the area he or she is in at the time the spell is cast. The spell will affect the weather for from 4 to 48 hours (4d12) in an area of from 4 to 16 square miles (4d4). It requires 1 turn to cast the spell, and an additional 1 to 4 (d4) turns for the effects of the weather to be felt. The control weather spell will not radically change the temperature, i.e. from below zero to a 100 degree temperature heat wave. The weather control possible depends upon the prevailing conditions:

CLEAR WEATHER	HOT WEATHER	CALM
Very clear	Warm weather	Dead calm
Light clouds or hazy	Sweltering heat	Light breeze
PARTLY CLOUDY WEATHER	WARM WEATHER	LIGHT WIND
Clear weather	Hot weather	Calm
Cloudy	Cool weather	Strong wind
Mist/Light rain/small hail	COOL WEATHER	STRONG WIND
Sleet/Light snow	Warm weather	Light wind
CLOUDY WEATHER	Cold weather	Gale
Partly cloudy	COLD WEATHER	GALE
Deep clouds	Cool weather	Strong wind
Fog	Arctic cold	Storm
Heavy rain/Large hail		STORM
Driving sleet/Heavy snow		Gale
		Hurricane-Typhoon

All three aspects of the weather (clouds/precipitation, temperature, and wind) can be controlled, but only as shown. For example, a day which is clear, warm, and with light wind can be controlled to become hazy, hot, and calm. Contradictions are not possible — fog and strong wind, for example. Multiple control weather spells can be used only in succession. The material components for this spell are the cleric's religious symbol, incense, and prayer beads or similar prayer object. Obviously, this spell functions only in areas where there are appropriate climatic conditions.

Creeping Doom (Conjuration/Summoning)

Level: 7
Range: 0
Duration: 4 rounds/level
Area of Effect: Special
Components: V, S, M
Casting Time: 9 segments
Saving Throw: None

Explanation/Description: When the druid utters the spell of creeping doom, he or she calls forth a mass of from 500 to 1000 (d6 + 4) venomous, biting and stinging arachnids, insects and myriapods. This carpet-like mass will swarm in an area of 2" square, and upon command from the druid will creep forth at 1" per round towards any prey within 8", moving in the direction in which the druid commanded. The creeping doom will slay any creature subject to normal attacks, each of the small horrors inflicting 1 hit point of damage (each then dies after their attack), so that up to 1,000 hit points of damage can be inflicted on creatures within the path of the creeping doom. If the creeping doom goes beyond 8" of the summoner, it loses 50 of its number for each 1" beyond 8", i.e. at 10" its number has shrunk by 100. There are a number of ways to thwart or destroy the creatures forming the swarm, all of which methods should be obvious.

DRUID SPELLS, 7TH LEVEL

Finger Of Death (Enchantment/Charm)

Level: 7
Range: 6"
Duration: Permanent
Area of Effect: One creature

Components: V, S, M
Casting Time: 5 segments
Saving Throw: Neg.

Explanation/Description: The *finger of death* spell causes the victim's heart to stop. The druid utters the incantation, points his or her index finger at the creature to be slain, and unless the victim succeeds in making the appropriate saving throw, death occurs. A successful saving throw negates the spell.

Fire Storm (Evocation) Reversible

Level: 7
Range: 16"
Duration: 1 round
Area of Effect: 2" cube/level,
minimum 16 cubic "

Components: V, S, M
Casting Time: 9 segments
Saving Throw: ½

Explanation/Description: When a *fire storm* spell is cast by a druid, a whole area is shot through with sheets of roaring flame which are equal to a wall of fire (q.v.) in effect. Creatures within the area of fire and 1" or less from the edge of the affected area receive 2 to 16 hit points of damage plus additional hit points equal to the number of levels of experience of the druid unless they make a saving throw, in which case they take only one-half damage. The area of effect is equal to 2 cubic " per level of the druid, i.e. a 13th level druid can cast a *fire storm* which measures 13" by 2" by 1". The height of the storm is 1" or 2"; the balance of its area must be in length and width. The reverse spell, *fire quench*, smothers double the area of effect of a *fire storm* with respect to normal fires, and with respect to magical fires it has a 5% chance per level of the caster of extinguishing a magical fire (such as a *fire storm*) of proportions up to the normal area of effect of the non-reversed spell.

Reincarnate (Necromantic)

Level: 7
Range: Touch
Duration: Permanent
Area of Effect: Person touched

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: Druids have the capability of bringing back the dead in another body if death occurred no more than a week before the casting of the spell. The person reincarnated will recall the majority of his or her former life and form, but the class they have, if any, in their new incarnation might be different indeed. Abilities and speech are likewise often changed. The table below gives the reincarnation possibilities of this spell:

Die Roll	Incarnation
01-03	badger
04-08	bear, black
09-12	bear, brown
13-16	boar, wild
17-19	centaur
20-23	dryad
24-28	eagle
29-31	elf
32-34	faun
35-36	fox
37-40	gnome
41-44	hawk
45-58	human
59-61	lynx
62-64	owl
65-68	pixie
69-70	raccoon
71-75	stag
76-80	wolf
81-85	wolverine
86-00	use magic-user reincarnation table

Any sort of player character can be reincarnated. If an elf, gnome or human is indicated, the character must be created. When the corpse is touched, the new incarnation will appear in the area within 1 to 6 turns. (Cf. sixth level magic-user spell *reincarnation*.)

Reincarnate (Necromantic)

Explanation/Description: This spell is similar to the seventh level druid spell of the same name (q.v.). It does not require any saving throw for system shock or resurrection survival. The corpse is touched, and a new incarnation of the person will appear in the area in 1 to 6 turns, providing the person has not been dead for longer than 1 day per level of experience of the magic-user. The new incarnation will be:

Die Roll	Incarnation
01-05	bugbear
06-11	dwarf
12-18	elf
19-23	gnoll
24-28	gnome
29-33	goblin
34-40	half-elf
41-47	halfling
48-54	half-orc
55-59	hobgoblin
60-73	human
74-79	kobold
80-85	orc
86-90	ogre
91-95	ogre mage
96-00	troll

Note: Very good or very evil persons will not be reincarnated as creatures whose general alignment is the opposite. The material components of the spell are a small drum and a drop of blood.

Sunray (Evocation - Alteration)

Level: 7
Range: 1"/level
Duration: 1 round
Area of Effect: 1" diameter sphere (plus special)

Components: V, S, M
Casting Time: 3 segments
Saving Throw: Special

Explanation/Description: When a *sunray* spell is cast, the druid evokes a burning beam of light which is similar to a ray of actual sunlight in all important aspects. It inflicts blindness for 1-3 rounds upon all creatures within its area of effect unless a successful saving throw versus spell is made. Creatures using ultravision at the time may be blinded for 2-8 rounds, while those to whom sunlight is harmful or unnatural will suffer permanent blindness unless the save is made, in which case the blindness lasts for 2-12 rounds. Those within its area of effect, as well as creatures within 2" of its perimeter, will have no infravision capabilities for 2-5 rounds.

Undead (including vampires) caught within its main area of effect must save versus spell, taking 8-48 points of damage or half damage if a save is made. Those within the secondary area of effect (up to 2" from the perimeter) take 3-18 points of damage or no damage if save is made. The ultraviolet light generated by the spell will inflict damage on fungoid creatures and subterranean fungi just as if they were undead, but no saving throw is possible. The material components are an aster seed and a piece of aventurine feldspar (sunstone).

Transmute Metal To Wood (Alteration)

Level: 7
Range: 8"
Duration: Permanent
Area of Effect: One metal object

Components: V, S, M
Casting Time: 9 segments
Saving Throw: Special

Explanation/Description: The *transmute metal to wood* spell allows the druid casting it to change an object from metal to wood. The volume of metal is equal to a maximum weight of 80 gold pieces per level of experience. Magical objects of metal are only 10% likely to be affected by the spell. Note that even a *dispel magic* spell will not reverse the spell effects. Thus, a metal door changed to wood would be forevermore a wooden door.



